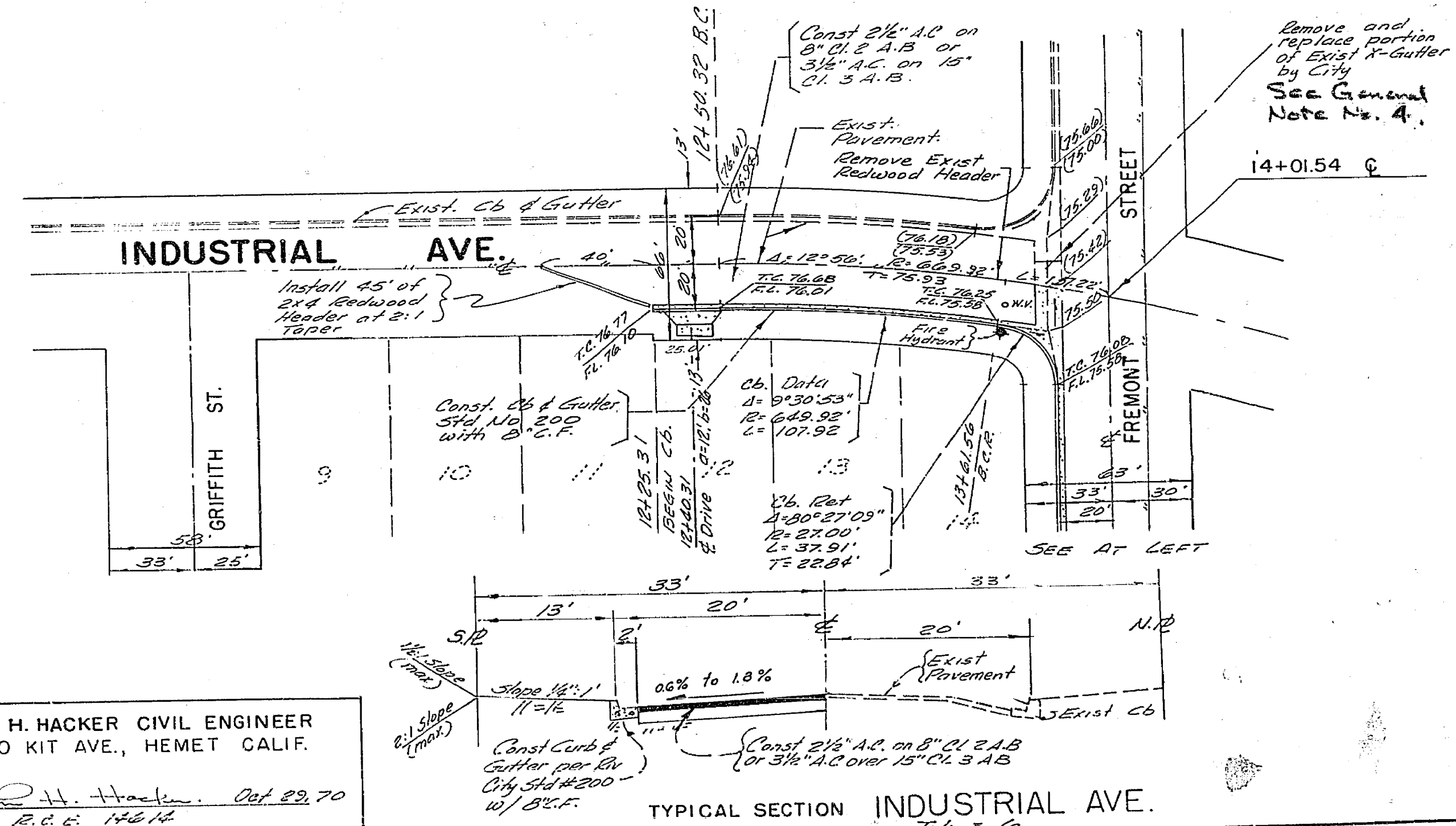
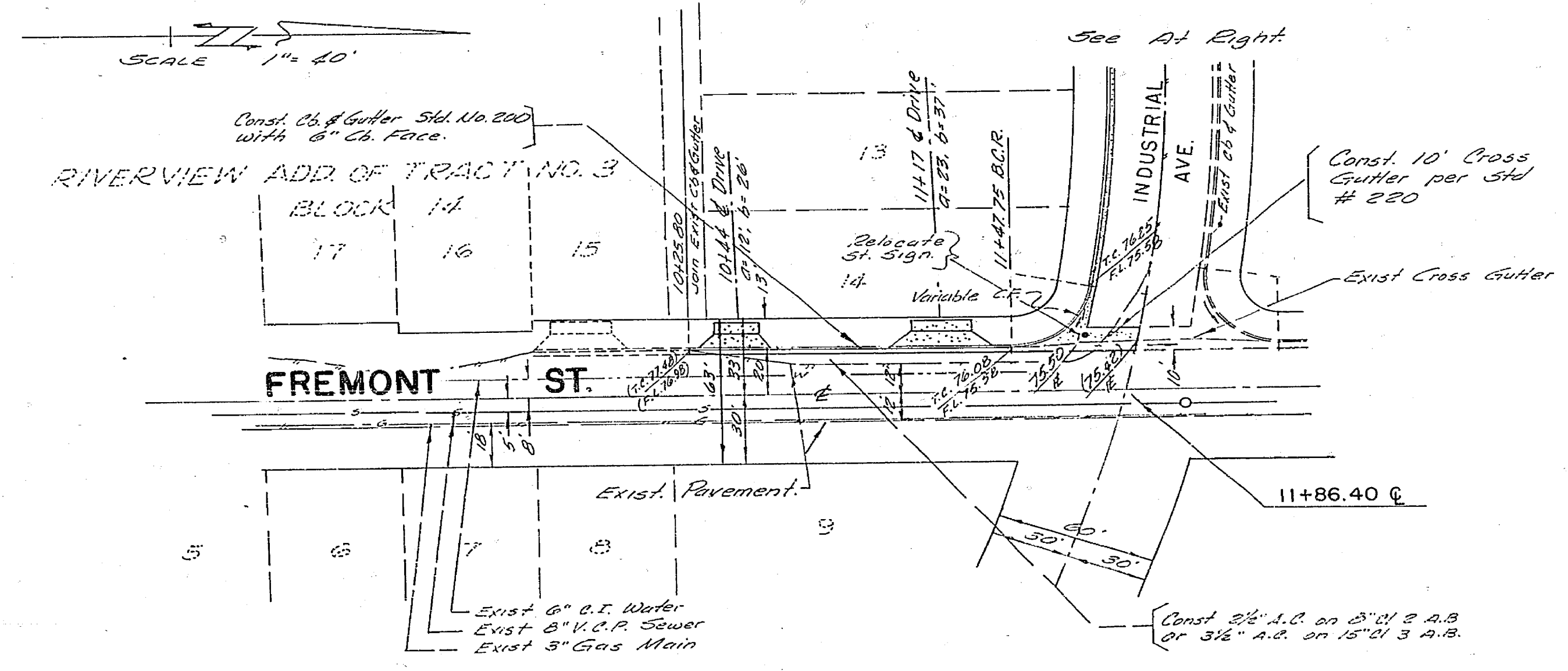
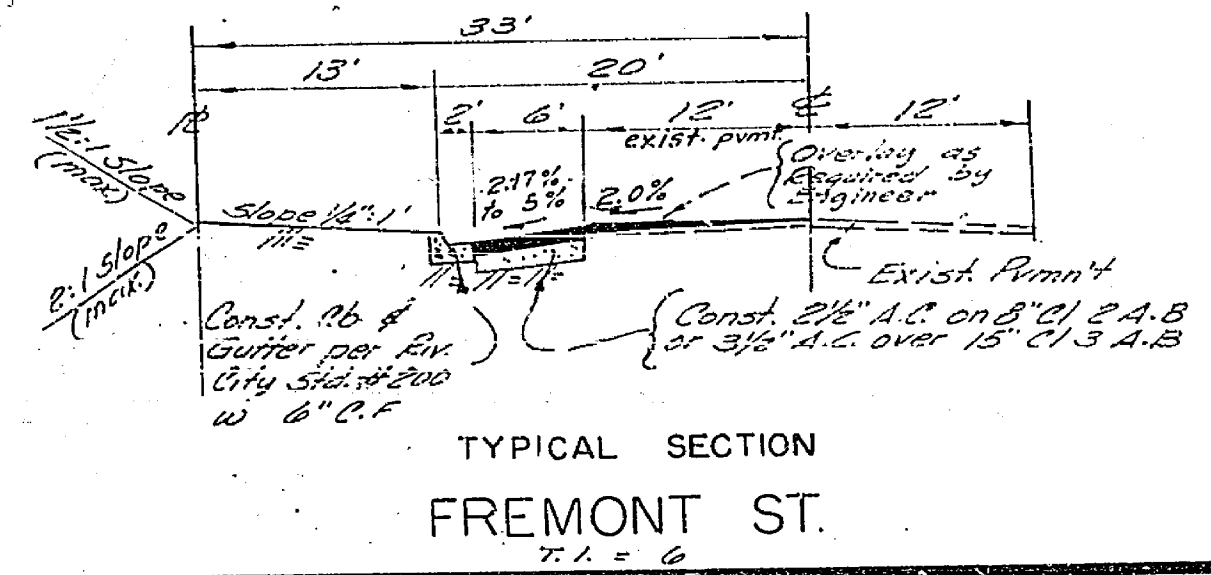


| QUANTITY | ESTIMATE |
|----------------------|---------------|
| Cb & Gutter | 259 lin. ft. |
| Cb only | 38 lin. ft. |
| Cross Gutter | 277 sq. ft. |
| Pavement & Base | 3,668 sq. ft. |
| 2"x4" Header | 25 lin. ft. |
| Excavation Over 10's | 2 Tons |

Bench Mark:
 2"x2" Spike in pole
 # 15107-J of N.E. Cor.
 of Industrial Ave. &
 Fremont St.
 Elev. 777.10
 City Elevation = 776.00 - F.B. 930/24



- GENERAL NOTES:**
- It shall be the responsibility of the contractor to clear the right of way in accordance with the provisions of law as it affects each utility, including irrigation lines and appurtenances and of no cost to the city.
 - Construction shall be in accordance with the city of Riverside Department of Public Works, Specifications No. 461 and Standard Drawings.
 - Prime coat, seal coat, and paint binder are required.
 - The contractor shall submit to the City Engineer two weeks prior to starting work a proposal for the City portion of the work. The Contractor shall also submit to the City a copy of the bid to the Developer.
 - Trim edge of existing pavement, where new paving joins existing pavement, to a clean, straight line. Construct a match-up paving 25' minimum and overlay as directed in the field to produce a smooth crown section. Engineer Estimates overlay 20 sq. ft. per 2 Tons.
 - Driveways shall be constructed per Std Drawing No. 302.



JOHN H. HACKER CIVIL ENGINEER
 39780 KIT AVE., HEMET CALIF.
 J. H. Hacker, Oct 29, 70
 R.C.C. 14214

| | | | | |
|---|------------------|---|--|------------------------------|
| CITY OF RIVERSIDE, CALIFORNIA DEPARTMENT OF PUBLIC WORKS | | STREET PLAN & PROFILE | | PROJECT NO. R-1464 |
| APPROVED BY OFFICE ENGINEER DATE | BY DATE | APPROVED BY DATE | FREMONT ST. West Side INDUSTRIAL AVE. South Side 160' S of Industrial 145' N of Fremont | |
| TRAFFIC DIVISION ASSISTANT CITY ENG. | DATE 12/30/70 | HORIZ. SCALE: 1" = 40' VERT. SCALE: 1" = 4' | | |
| DESIGNED BY | DRAWN BY | CHECKED BY | SHEET 1 OF 1 FILE NO. | |